

AKKADIA



BIG BAD

006



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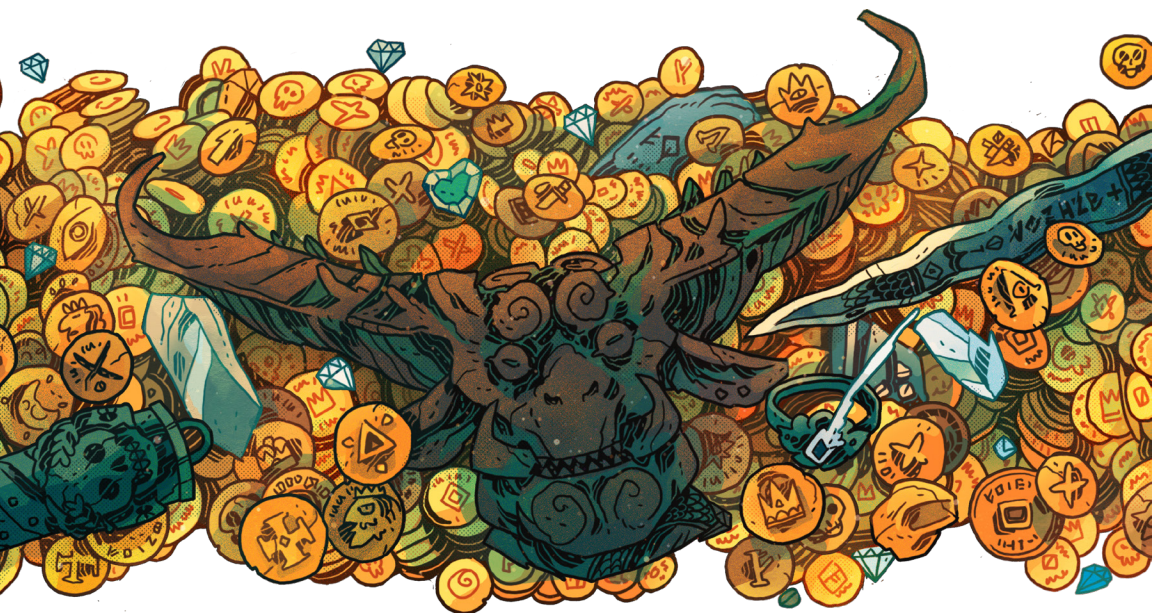
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AKKADIA, THE MIRROR MAGE

A young wizard of great renown, Akkadia “The Mirror Mage” has embarked on a globe-spanning crime spree, performing heist after theatrical heist of rare relics. Clad in colorful robes and wearing her signature domino mask, she employs her magic to beguile guards while putting on a spectacular performance. Illusory music sets the scene, magical lights spin through a fantastical fog, and Akkadia appears on the scene, ready to dazzle and thief. When she’s at last cornered, an ill-gotten prize cradled under one arm, she unveils her signature trick: *mirror image*.

Pieces of a Puzzle. Akkadia has performed several high-profile heists of private collections, treasures, and bank vaults, acquiring a collection of eclectic arcane artifacts in the process. According to authorities, there appears to be no connection between the items stolen. Some say she is assembling an arcane device from constituent parts, while others think she’s following a millennia-old trail of breadcrumbs to the score of the century.

The Mirror Mage. Akkadia earned her moniker for her unbelievable use of the *mirror image* spell, through which she creates duplicates that can move independently and even cast their own spells. This potent variation on the spell produces only two duplicates of the caster, rather than the usual three. This is hardly a concession, however, when all three can sling spells in unison. For centuries, arcanists have thought such illusion magic impossible, if not downright laughable, yet Akkadia casts it all the same. Such groundbreaking arcane skill could make Akkadia an archmage of her own tower or a famed researcher, but sadly, she’s chosen a life of crime.

Triple-Threat. To create *mirror image* duplicates which move on their own, speak, cast spells, and maintain concentration isn’t just extraordinary, it’s impossible. Akkadia isn’t a wizard of singular power; in truth, she’s actually a set of identical triplets playing the part of one. The triplets—Adabel, Maribel, and Rosabel Domarov—have been adopting this character since they were girls, and have become quite adept in the deception.

Even without magic, they’re practically indistinguishable, making the *mirror image* gimmick a natural fit. While one of the triplets plays the part of Akkadia, the others wait nearby under cover of *invisibility*. When Akkadia casts “*mirror image*,” the other sisters merely reveal themselves and begin fighting in earnest. A handful of other illusions, some practiced stunts, and a bit of theatrics are all that’s needed to sell the ruse. They go to great lengths to conceal their deception while fighting, coordinating spells and turning invisible when wounded. While engaged in this deceit, their combined might is enough to lay opponents low or pull off daring heists.



TRIPLE TROUBLE!

Family First. The triplets Adabel, Maribel, and Rosabel are a tight-knit family, and though they often butt heads about the best way to practice their ‘art’, they care for each other deeply. Their love for each other is second only to their love for their mother, Miray Domarov. Though she was a formidable spellcaster in her youth, and taught the girls the fundamentals of spellcasting, age has stripped her arcana and left her bedraggled, bordering on senile. The siblings visit her often, and this is one of the rare occasions in which they break character.

Enigma of the Horned Giant. The purpose of the Domarovs' crime spree is to solve a centuries-old riddle, called the Enigma of the Horned Giant, and save their mother from certain death. This Enigma refers to a fragmentary statue recovered from an ancient storm giant temple, and a single illustration of the assembled 10-foot tall statue, the eponymous Horned Giant. Much to the dismay of archeologists and sages of giantkind, no amount of effort has been able to reconstruct the shattered colossus, even as more of its parts have been uncovered. Each constituent piece seems to be missing a different component, which were previously embedded within the statue itself. Though the illustration reveals what the statue looked like when completed, it makes no mention of these strange internal components; instead its only caption describes the statue as being an artifact of godly power, capable of remedying any illness and perpetuating any life.

Against all odds, the triplets have uncovered a lead: a piece of pottery depicting a number of storm giants desecrating a statue, and pulling various magic items—swords, crowns, cups, and so on—from the debris. If perhaps, certain magic items once acted as connections between the statue's torso and its limbs and head, new magic items might be able to mend it. If such a thing were true, the Horned Giant might truly be an artifact of incomprehensible power, capable of turning back the sands of time and restoring their mother's mind and magic.

They need to collect the statue's parts: it's arms, legs, torso, and, of course, its horned head, and a veritable treasure trove of magic items with which to connect them. Nothing less than a crime spree would do.

Better Left Buried. Little do the Domarov triplets know, the Horned Giant was desecrated and scattered for good reason. This immense statue depicts a long-dead archfiend of the Lower Planes, a scourge of hell that once invested a fragment of its infernal power in this statue, allowing it to ravage the Material Plane. Once reassembled, it will be able to do so again. However, its power over mortality is not understated; the Horned Giant could very well restore Miray Domarov to her former self, but would exact a terrible price in exchange for the deed.





ROLEPLAYING THE BOSS

The Mirror Mage always makes a dramatic entrance, but only once the triplets have ensured that everything will go according to plan. Illusions are set, escape routes are secured, and major threats are dealt with before the theatrics begin. Once she appears in a flash or a puff of smoke, Akkadia takes her time delivering a monologue and boasting of her skill. Without fail, the delivery is as melodramatic as it is playful.

As three individuals, Adabel, Maribel, and Rosabel have their own personalities and quirks, which might show in their different renditions of Akkadia. Adabel, the oldest by a few seconds, is blunt and likes to set the tone for her sisters. She often concocts plans, and she was the one to devise the name of their collective alter-ego. Maribel, the middle sister, is by far the most studious of the three. Though quieter than her sisters, she knows several languages and a host of arcane tricks unknown to the others. The youngest sister, Rosabel, is the most performative, considering herself an actor as well as a mage. Though the three triplets speak with an identical voice, their skills and outlooks will shine through when they take turns playing Akkadia.

The sisters will never break character while playing Akkadia, even in the most desperate situations. No one (save for the girls' mother) knows their true identity, so maintaining the lie is imperative to their continued success. Whenever possible, the three will follow a set of guidelines which ensure they seem like a unified mage (such as moving and casting simultaneously) and will only shirk them if one of the sisters is in mortal peril.

However, if any of the three mages should die, the surviving sisters' portrayal of Akkadia will turn downright spiteful. Revenge will be their priority, and killing a few innocents won't get in the way of that.

AKKADIA'S TACTICS

When Akkadia finds herself in a fight, she casts “*mirror image*” as a reaction (breaking concentration on the existing *invisibility* spells), revealing the mage triplets at once. Each “duplicate” Akkadia uses the provided statistics. They cast illusion and enchantment spells to escape, if possible. If violence is called for, they synchronize the casting of spells using readied actions, so as to decimate one target at a time with spells like *lightning bolt* and *scorching ray*. Should any mage fall below half their maximum hit points, they cast *invisibility* or *greater invisibility* to escape.

AKKADIA'S TRAITS

Each of the triplets who play Akkadia share the following bond:

Bond. “I will never break character while portraying Akkadia.

Adabel's Traits

The oldest sibling, Adabel, has the following ideal and flaw:

Ideal. “I’ll unravel the Enigma of the Horned Giant to restore my mother’s arcane talents.”

Flaw. “I tend to think twenty steps ahead, even when the plan only requires three steps.”

Maribel's Traits

Maribel, the middle sibling, has the following ideal and flaw:

Ideal. “I’ll learn the forgotten art of shadow illusion, and be the first to record it in a book.”

Flaw. “I condescend to others, especially non-spellcasters.”

Rosabel's Traits

Rosabel, the youngest, has the following ideal and flaw:

Ideal. “I’ll be the world’s greatest wizard and it’s greatest thief. Or failing that, a glamorous actress.”

Flaw. “I tend to be needlessly theatrical, especially when there’s an audience for the heist.”

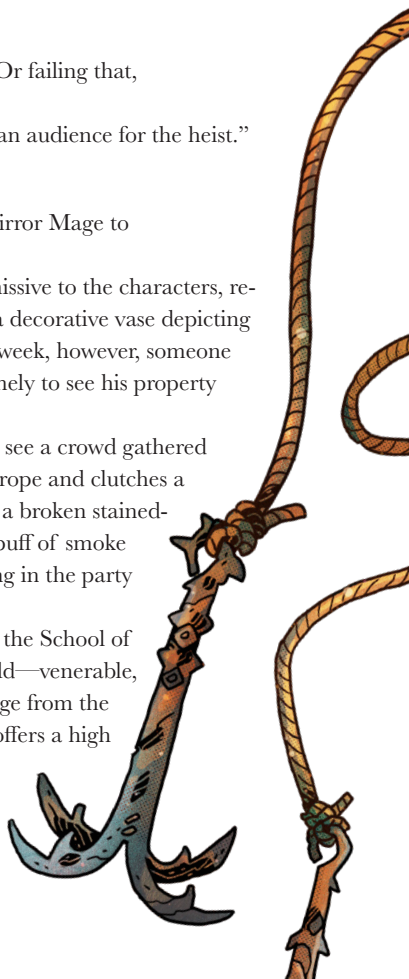
ADVENTURE HOOKS

Consider the following plot hooks if you wish to introduce the Mirror Mage to your campaign:

Scholar of the Horned Giant. A wealthy antiquarian sends a missive to the characters, requesting their services. He explains that he has discreetly acquired a decorative vase depicting the Horned Giant, a cryptic mythological figure of giantkind. Last week, however, someone broke into his home and stole the rare artifact. He will pay handsomely to see his property returned undamaged.

Heist. While the characters are passing through a large city, they see a crowd gathered at the foot of a cathedral. High above, a caped figure hangs from a rope and clutches a golden religious icon, a fragment of a fallen angel’s halo. Guards at a broken stained-glass window rush down the rope after the thief, who vanishes in a puff of smoke before they can reach her. The local city watch are baffled, and bring in the party to investigate further.

Professional Rivalry. For decades, the unquestioned master of the School of Illusion was Velay the Blue. She’s approaching five hundred years old—venerable, even by elven standards—but will be damned if some unknown mage from the human lands challenges her supremacy before she dies. The mage offers a high bounty to anyone who can discreetly steal the secret of the Mirror Mage’s new illusion magic.



THE MUSEUM

When the Domarov triplets return from a big heist, they store their latest prizes in a magnificent mansion along with the rest of their trinkets. Inside, the walls are festooned with artifacts from all periods of history, pilfered from every kingdom in the world. It would seem the triplets were collecting long before their recent crime spree.

LAIR ACTIONS

In this mansion, the triplets are on their home turf and can utilize a number of magic defenses to oust any intruder. On initiative count 20 (losing initiative ties), Akkadia can take a lair action to cause one of the following effects. She can't use the same lair action two rounds in a row:

- Hundreds of *magic mouths* appear and begin shouting. Each creature within 60 feet of a point chosen by Akkadia must make a DC 15 Constitution saving throw. On a failed save, a creature is deafened for 3 (1d6) rounds and takes 14 (4d6) thunder damage. On a successful save, a creature takes half as much damage and is not deafened.
- Akkadia presses a hidden button, opening up a 5-foot square magical pit trap on the ground. A creature standing over the pit trap when it opens must succeed on a DC 15 Dexterity saving throw or fall into it. After falling for 1 minute, the creature is ejected from the *magnificent mansion*, landing prone. A creature which can scale the walls or fly can escape the pit trap normally.
- Akkadia targets one creature she can see within 60 feet of her by manipulating the mansion's magic defenses. A 5-foot-cube *antimagic* field appears, centered on the target and moving with it until initiative count 20 on the next round.

THE RIGHT TOOLS FOR THE JOB

Even though every heist is painstakingly planned, each triplet has a selection of specialized magic items to help them out in case a plan falls apart. Obfuscation and deception are key in keeping Akkadia's true identity secret, and the *magician's cape* obscures the nature of the triplet's magic. Should they get cornered or otherwise forced to talk their way out of a situation, the *ring of glibness* they each carry gives them an edge during tense conversations. Finally, if any of the triplets suffer serious injury, their custom crafted *clearglass pendants* give them one last chance to escape to safety.



RING OF GLIBNESS

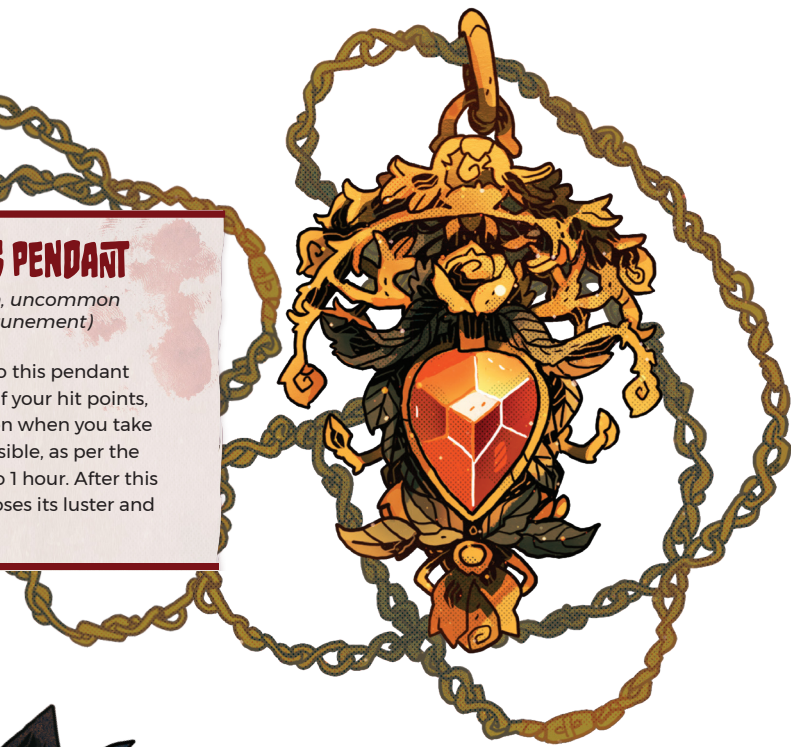
Ring, legendary

While wearing this ring, you can use an action to cast the *glibness* spell from it. Once you do so, you can't cast the spell again until dawn.

CLEARGLASS PENDANT

*Wondrous item, uncommon
(requires attunement)*

While you are attuned to this pendant and have fewer than half your hit points, you can use your reaction when you take damage to become invisible, as per the spell *invisibility*, for up to 1 hour. After this duration, the pendant loses its luster and becomes nonmagical.



MAGICIAN'S CAPE

*Wondrous item, uncommon
(requires attunement)*

This cape masks the magical auras originating from you. While attuned to it, any spells you cast or magic items you carry appear nonmagical to spells and magical effects, such as *detect magic*, that detect magical auras. Artifacts are unaffected by this effect.

AKKADIA

HUMAN ILLUSIONIST

Medium humanoid (human), chaotic neutral

Armor Class 13 (16 with mage armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	20 (+5)	13 (+1)	18 (+4)

Saving Throws Int +10, Wis +6

Skills Arcana +9, Deception +8, History +9, Perception +5, Performance +8, Persuasion +8, Sleight of Hand +6

Senses passive Perception 15

Languages Common, Draconic, Dwarven, Elven

Challenge 9 (5,000 XP)

Magic Resistance. Akkadia has advantage on saving throws against spells and other magical effects.

Special Equipment. Akkadia carries a *clearglass pendant*, a *ring of protection*, a *magician's cape*, and a *ring of glibness*.

Coordinated Casting. Akkadia can ready a spell of 1st level or higher as a bonus action on her turn. Doing so counts as casting the spell, so Akkadia can't cast another spell on her turn, except for a cantrip with a casting time of 1 action.

Spellcasting. Akkadia is an 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Akkadia has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *arcanist's magic aura**, *detect magic*, *disguise self*, *mage armor**

2nd level (3 slots): *blur*, *illusion*, *misty step*, *scorching ray*, *suggestion*

3rd level (3 slots): *hypnotic pattern*, *lightning bolt*, *major image*

4th level (3 slots): *greater invisibility*, *phantasmal killer*

5th level (2 slots): *cone of cold*, *mislead*, *passwall*

6th level (1 slot): *chain lightning*, *programmed illusion*

*Akkadia casts these spells on herself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

REACTIONS

Spell Reflection (Recharges after a Long Rest). Akkadia takes no damage from a spell that hits her. Instead, the spell's caster takes half the damage that the spell would have dealt. Akkadia must be able to see the spell's caster in order to use this reaction.



NOTE

The stat block provided is for a single Domarov triplet. When all three are encountered together, the encounter would be considered CR 11.



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